SWITCH STANCE
You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, press **Key Pad 9**. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

WALLRIDES
To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding **Key Pad 8**. Then press **Key Pad 2** to wallie. Press the ↓ directional key and **Key Pad 2** to walljump.

STICKER SLAP
Jump straight into a wall and press ↓ and **Key Pad 2** to plant your foot on the wall and kick off in the opposite direction.

WALLPUSH
Skate or manual straight into a wall and hold **Key Pad 8** to push off the wall.

SPINE TRANSFERS
To transfer over a spine (two quarterpipe ramps placed back-to-back), press **Key Pad 7** and/or **Key Pad 9** when launching off of one side of the spine.

SKITCHING
To skitch (get pulled behind a vehicle), press ↑ on the directional keys when directly behind a vehicle. Press ← and → on the directional keys during a skitch to balance the skater.

FLATLAND TRICKS
All flatland tricks stem from the manual (↑ ↓ or ↓ ↑). Once in a manual, tapping twice on **Key Pad 6**, **Key Pad 8**, **Key Pad 4** or any combination of those keys will produce a variety of flatland tricks. You must balance during the string of flatland combos using ↑ and ↓ on the directional keys.

DOUBLE-TAP FLIPS AND GRABS
Press any direction on the directional keys and tap the **Flip** or **Grab** key twice to bust a double or more advanced version of the base (single tap) trick. These tricks score more points than their base tricks.

GRIND/LIP BRANCHING
In the middle of a grind or lip trick, tap twice on **Key Pad 6**, **Key Pad 8**, **Key Pad 4** or any combination to change your trick.

POWERSLIDE
Press ↓ ↓ in quick succession on the directional keys then tap **Key Pad 9** to do a quick 180°.

ACID DROPS
Press **Key Pad 9** while jumping over a quarterpipe ramp to acid drop into the ramp. You can do this while skating or walking. (See the Walking section on the following page.)

FOCUS MODE
When your special meter is filled, press **Key Pad 0** to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your special meter up and your combo going to stay in Focus Mode. Focus Mode is limited in two ways:

- You can only use it for 15 seconds at a time.
- You may not execute Focus Mode in the same combo more than three times.

PROJECTILES
As you skate around, you may find projectiles (like apples, for example). Press **Key Pad 6** to pick them up and **Key Pad 4** to throw. Find a pedestrian and try to nail 'em.

TANTRUMS
When you bail, a meter comes up showing your level of frustration. Try to fill up the meter by tapping **Key Pad 8** as fast as you can, releasing your frustrations in a tantrum. If you throw a tantrum, you'll also earn a small Freak Out bonus score that you can use to start your next combo. The higher your meter, the crazier your tantrum will be and the bigger your Freak Out bonus. It pays to go nuts!